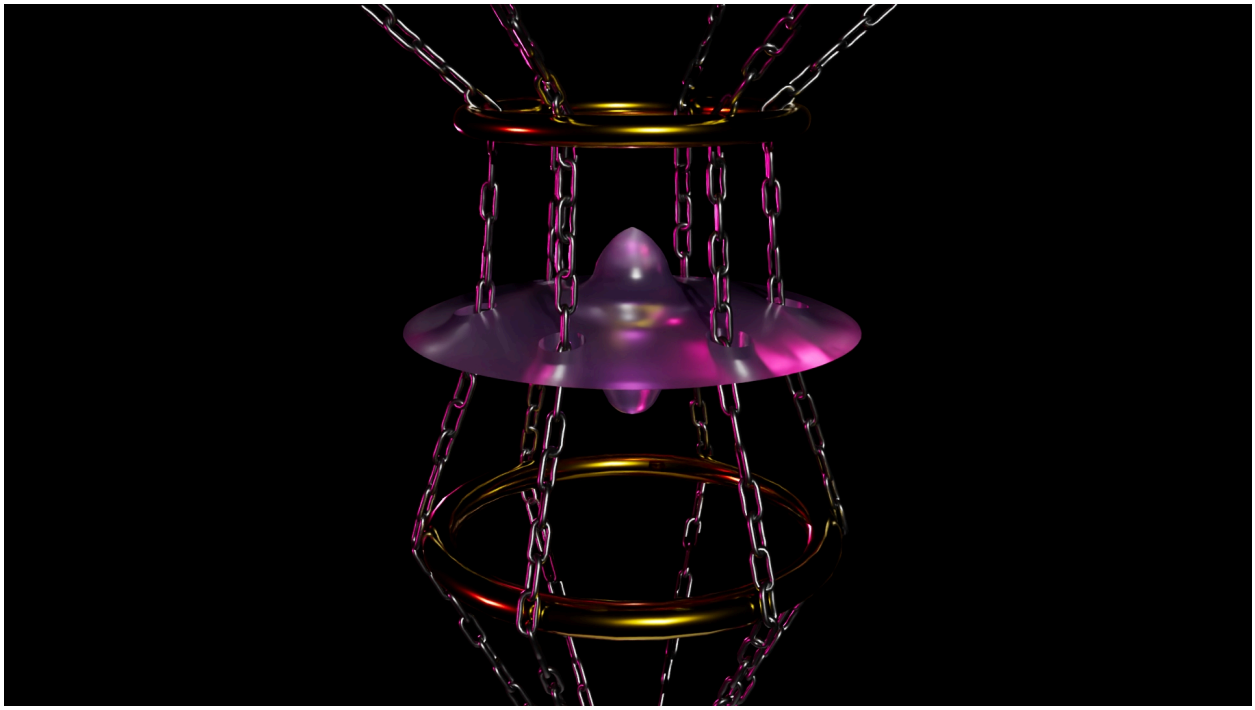
This project I decided to start first on paper, I first designed around the idea of using curves, and came up with a sketch to use a rotated curve object as the main centerpiece, and a secondary curve for supporting objects as shown in the youtube video. I started first with the center object by using a bezier curve to revolve my center piece, then from there converted the nurbs to polygons. I then decimated to lower the level of detail slightly, and used the option to convert from triangles to quads. From here I used boolean to cut holes into the object in symmetrical patterns around the outside. After this I used the retopology function to clean up the surface of the object, which I recognize wasn't necessary, it just felt good to do. I then placed a couple of rings to support the chains. Then I used a second bezier curve and nurbs to spread copies of a chainlink I modeled onto the curve. I then converted the nurbs into a mesh and duplicated them and spread them in the same way as the cylinders I used to cut holes earlier. For my extra creative kick I made some basic materials and made a render of my project.



Youtube video: https://youtu.be/VMIUZzn0ytk
Github link: https://github.com/Squishitron/DAGV-1200-3D-class